

Amendments to the Abstract:

A video game system that includes a console and portable controllers. Each game operates in a simulated world populated with animated characters and objects. While one part of the simulated world is displayed on the TV screen, different parts of the simulated world, from different points of view, may be displayed on LCD screens of portable controllers. Some of these LCD pictures may represent events, actions, and tasks that are selected and initiated by each player. Each player-controlled character can be given temporary autonomy to perform an assigned task and then return to being a player-controlled character. Each player may operate more than one controller.

Please replace the above Abstract (from the original application filed August 10, 2001) with the following replacement Abstract.

A handheld game system that uses polygon graphics to generate simulated 3D worlds populated with 3D characters and static objects which are rendered for display on an LCD screen on the handheld game system. Different parts of the simulated 3D world may appear on the LCD screen in a natural pictorial setting that may include a player character viewed from different 3D directions and points of view. 3D objects can be selected, moved, constructed, changed, or deleted by operating a touchscreen. This handheld game system will provide more natural 3D games and 3D manual control, compared to 2D games.